FACTOR CAPTURE

Objective: Player with the most points win.

Procedure:

1. Player One select a number and crosses it out on the board. Their score is the number they cross out.

   (Example . Player One crosses out 12 and has a score of 12)

2. Player Two crosses out all of the factors of the number Player One selected. While crossing out each number they must say, "_____ is a factor of _____(the number crossed out by Player One.) Their score is the total of the factors they crossed out.

   (Example: Player Two crosses out 1, 2, 3, 4, and 6 for a total of 16 points)

3. Player Two then crosses out a number and adds its value to their total score. Once a number is crossed out it can not be used again. WARNING: If a number is picked for which no factors are available the playerl oses their turn, and no points are awarded.

   (Example: Player Two crosses out 10 and adds 10 to the previous score of 16 points)

4. Player One crosses out all of the factors of the number Player Two selected. While crossing out each number they must say, "_____ is a factor of _____(the number crossed out by Player Two. They add to their score the total of the factors they crossed out.

   (Example: Player One crosses out 5 for a total of 17 points)

5. Continue play until only prime numbers are left on the board.